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Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2			
	l am special	Special times	People who help us	Food	Space	Explorers			
Maths	Numbers names in play Talking about shape Recognising numbers in order 1-10	Talk about shape using everyday language — round, tall etc Represent number using fingers, marks, pictures Know numbers represent objects Matching numeral and quantity	Compare groups of objects Talk about weight Use positional language Talk about shapes in environment	Count up to 6 Say number which is one more than a given number Recognise numerals 1-5 Separate groups in different ways Count actions or objects which cannot be moved Sequence familiar events	Count irregular arrangement of up to 10 objects Select correct numeral to represent 1- 5 Order 2 items by weight or capacity Count objects to 10	Make estimates and check by counting, record simply Use vocabulary of adding/subtracting Use money language Create and use pattern Measure time in simple ways Place numbers in order Find totals in 2 groups			
English	Listen to and join in with story and rhymes Handling books Mark making	Join in with stories, rhymes, poems Describe main story settings and characters Select books independently Give meaning to marks Hold books correctly	Join in with stories and poems Suggest how stories may end Hear and say initial sound in words Give meaning to marks made and seen	Understand more story structure Write own name Write for purpose e.g. captions Know names of some sounds Link some sounds to letters Break speech into words	Name and sound letters of alphabet Read left to right, top to bottom Give meaning to marks Use some identifiable letters Continue rhyming string	Use phonic knowledge to segment, and blend. Write name and captions Use language influenced by knowledge of books			
Phonics	Names and sounds Instrumental sounds Body percussion Environmental sounds Rhythm and rhyme Alliteration Blending and segmenting	Ongoing blending and segmenting skills Environmental sounds Instrumental sounds Body percussion Rhythm, rhyme, alliteration	Ongoing blending and segmenting skills Environmental sounds Introduce letters s a t p l n	Ongoing blending and segmenting skills Introduce letters: m,d,g,o,k	Ongoing blending and segmenting skills Rhythm and rhyme Introduce letters :l.j v w x z	Ongoing blending and segmenting skills Environmental sounds Introduce letters e,u,r,h,b,f,			
Communication and Language	Simple instructions Listen and talk in small group Using talk in pretending objects stand for something Focus attention	Listen to and recall more detail in stories Follow directions and instructions Use talk to connect ideas Build up vocabulary and use of tenses	Recall more from stories Use more complex sentences Retell past event in order Introduce storyline into play	Use intonation and phrasing to make meaning clear Maintain attention Use range of tenses Use vocabulary specific to objects and people of importance Understand humour e.g. nonsense words/rhymes	Understand humour eg nonsense words/rhymes Response to 2 part instruction sequence Listen and respond to others' ideas Use language to recreate roles and experiences	Follow a story without props Link statements Stick to theme or intention Answer how and why questions Follow multi step instructions			
Personal, Social and Emotional Development	Select resources Initiate play Ask others to join	Play in a group and develop ideas with others e.g. in role- play	Play in group extending ideas Keep play going by responding to others	Initiate conversations Take account of what others say Take turns, share resources	Negotiate and solve problems without aggression	Talk about own and others feelings, behaviour, consequences			

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	Develop relationships	Initiate conversations with	Talk to others about	Understand own actions	Keeps play going by	Choose resource and organise
	with peers and adults	adults and peers	needs, wants, interests	affect others	responding to what others	own activities
		Aware of feelings own and	and opinions		do/say	Express preferences and give
		others			Describe self positively	reasons
		Take turns and share		-		Play cooperatively
Physical Development	Use one-handed tools Independent in toilet needs Manage washing and drying hands Move freely and confidently	Running skilfully avoid obstacles Getting dressed more independently Draw lines/circles – large scale Catch large ball Hold pencil accurately	Climb use alternate feet Copy some letters Dresses with some help Describe effect of exercise on body Handles tools safely and with more control	Healthy food and variety in diet Hold pencil accurately Jump off and land appropriately Understand good health includes sleep, exercise, food and hygiene Negotiate space well in racing and chasing games	Increase control over an object — pushing, throwing, catching, kicking Use tools to change materials Form some recognisable letters Manages risks in new challenges	Travel skilfully using balancing and climbing equipment. Know ways to keep healthy and safe Use pencil and control effectively Manage personal hygiene Handles
Understanding of the World	Show interest in lives of familiar people Describe special family times Use simple equipment	Talk about significant events in own experience Develop understanding of growth and changes over time Use technological tools	Show care and concern for living things Understand more about different ways of life including occupations Use range of technology	Concern for the environment Similarities and differences in families and communities and traditions Join in with family customs Understand growth, decay, change Use range of technology	Observe closely for pattern and change Talk about different ways of life and significant experiences Use range of technology	Sensitive to others and understand all don't enjoy same things Recognise specials times and places Compare features in different environments Select and use technology for different purposes
Expressive Art and Design	Sing familiar songs Use lines to enclose space Engage in role-play Use various construction materials	Explore colour changing Join construction pieces to build and balance Move rhythmically Move in response to music Create props for role play	Create representations of events, people, objects Construct with a purpose Knows a range of songs/dances Knows how to change sounds Act out a narrative in an group	Create movement to music Capture experiences in range of media Create representations of people and events Act out narrative in a group	Experiment with textures Mix colours Achieve a planned effect Sing familiar songs Combining movements to represent feelings and ideas	Represent own ideas through art, dance, role=play and stories Use variety of materials and techniques Create planned effects Explore sounds of different instruments